

Rhees Kennedy

Graphic & Motion Designer

Design graduate and professional motion designer with 7+ years industry experience. Created launch media for VShojo, the largest western VTuber agency, then continued heading projects for many of their largest debuts and announcements for 4+ years.



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Skills & Programs

Motion Design & Editing

- **9+ years After Effects** (2D Animation, Kinetic Typography)
- **7+ years VFX** (Compositing, Color Grading, Rotoscoping)
- Industry standard tools (**Trapcode, Universe, Mocha**)

Graphic Design

- **6+ years Figma/Illustrator** (Branding, Typography, Composition)
- **4+ years Photoshop/Clip Studio Paint** (Illustration, Photo Editing)
- Multimedia Experience (Print, Product Packaging, Web, UI, VR)

3D Modeling & Animation

- **7+ years Blender** (Modeling, Animation, Lighting, Rendering)
- **4+ years Substance Painter/Designer** (Materials, Textures)
- Familiarity with **Cinema4D** and **Maya**

Soft Skills

- Workflow Experience (**Agile, Collaborative, Animation Pipeline**)
- Client/Team Communication (**Revision, Feedback Integration**)
- Project Planning (**Storyboarding, Concept Development**)

Work Experience

VShojo | Graphic & Motion Designer (Remote)

09/2020 - 02/2025

The top western Vtuber agency since their launch in 2020, displaying collaborations with notable brands and technological innovations.

- Created motion graphics and assisted with brand identity for the launch of the now \$11M+ company, which continued to use this visual language and doubled sales figures quarter-over-quarter, now with a combined social media presence of over 10M followers.
- Collaborated with notable brands such as G FUEL, NIKKE and more to create crossover media respectful of the guidelines and visions of all involved parties, assisting the sales of a variety of physical and digital products.
- Worked closely behind the scenes with VShojo CCO to organize campaigns and debuts amassing millions of views over 4+ years.

Miku Expo | Graphic & Motion Designer (Remote)

10/2022 - 11/2022

An official, international event by Crypton Future Media celebrating their world-renowned virtual idol, Hatsune Miku.

- Produced all-original, seamlessly transitioning media for an entire 30-minute set in less than 1 month with a small team.
- Individually created multiple short music videos which were broadcasted to excite thousands of live viewers.
- Adhered to the professional stipulations and guidelines provided by Crypton while contributing to the success of the event, which has since continued to sell out live performances in cities including Vancouver, LA, Hong Kong, and Tokyo for 3 years.

Waifu Jam | Music Video Director & Motion Designer (Remote)

02/2023 - 03/2023

A collaboration between Ironmouse- one of the most famous Vtubers online, and Camellia- an internationally acclaimed music producer.

- Created a full-length, original 3D music video in the span of roughly one month, including pre-production and rendering.
- Modeled and textured all 3D assets from scratch, producing several polished models and unique environments.
- Produced storyboards, styleframes and pitches to communicate with Ironmouse and management, ensuring a shared vision.
- Debuted the video to great response, garnering over 700,000 views on YouTube alone.